RPGA PLAYER REWARDS CARD BIBLE INSIDE

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Living Greyhawk Journal

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The PDF Revolution is Here

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d20 system

First Watch

Previews, notes & news on the world of d20 gaming

Release Roundup

One of the most frustrating things about throwing together *Polyhedron's* Release Roundup is that d20 companies, for whatever reason, seem to have a difficult time hitting their release schedules. AEG took nearly a year to get the *Farscape* d20 RPG to market, and promised releases from other companies including Chaosium's *Pulp Cthulhu* and Pagan Press' *Delta Green d20* seem more and more like pipedream vaporware with every passing month. We prepped the way for all three of those products here in this column, and two of them have yet to appear in any form.

No more.

From now on, the Release Roundup will cover overviews of brand new products that are definitely available by the time you read each month's magazine. The change allows us to reexamine products we may have missed the first time around, and keeps us from spotlighting great products that might be several months away from publication, despite the best intentions of their publishers.

This month, we'll focus on two products very near and dear to the Polyhedron staff. The first, a Mutants & Masterminds d20 supervillain directory called *Crooks!*, was designed, written, and art directed by the staff of this very magazine, all in our not-so-copious free time. The second, Fantasy Flight's *Redline*, has more than a little to do with this magazine, as well.

Redline (Fantasy Flight Games)

Author: Rob Vaughn
Format: 64 black-and-white pages, perfect bound
Price: $14.95

They say imitation is the most sincere form of flattery, which makes the good folks at Fantasy Flight among the most sincere publishers we've yet come across. To quote the pre-release promotional material for the new *Redline* product, "FFG is proud to present a fresh new concept in d20 games: the minigame."

We at *Polyhedron* categorically agree that d20 Mini-Games are both "fresh" and "new" (or at least as new as *Dungeon* #90's *Pulp Heroes* d20 Mini-Game), and welcome FFG's new Horizon line, which appears to offer almost exactly what Polyhedron offers, in almost exactly the same way (albeit with different genres and new takes). A little variety in the fantasy-choked d20 publishing industry is a good thing, though, and despite some ill-chosen marketing swagger, the Horizon line looks like an exciting development for the d20 industry.

Horizon's first offering is *Redline*, a post-apocalyptic festival of violence in which *Road Warrior*-style rogues race across desolate highways in an attempt to avoid biological warfare clouds, savage mutants, and other gearhead survivalists.

Redline presents five character backgrounds (think "races"), including ultra-religious bornagains, "back to nature" ferals, and mutated rejects. The book's five new classes include redliners (drivers), riggers (gearheads), and traders (who, you know, trade). *Redline* doesn't work with *d20 Modern*, and instead attempts to provide everything you need to get playing in one 64-page volume. You'll need a *Player's Handbook*, of course.

The book contains the usual assortment of skills and feats, which include the usual assortment of combat and driving feats you'd expect from a game like this. Fairly extensive vehicle modifications and combat rules add an element of fast-paced action destined to keep *Redline*

Bolt and Quiver by Stan!

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WHY NOT?
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WHAT?
GIVE ME THAT BACK! I'LL SHOW YOU WHO I CAN HURT!
NAY. I CANNOT HAVE THAT ON MY CONSCIENCE.
THAT'S NOT WHERE I PLAN TO STICK IT!
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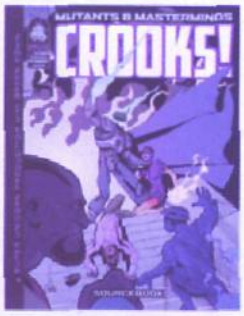
games interesting. More interesting is a system for gaining and resisting mutations and an overview of the world of *Redline* which, while it owes a lot to *Gamma World* and *The Road Warrior*, is nonetheless a good overview of a popular genre. We've put together similar products in fewer pages, and it's difficult to fit everything in. *Redline* manages to do so with style and visual flourish, and is well worth hunting down.

Crooks! (Green Ronin Publishing)



Authors: Sean Glenn, Kyle Hunter, and Erik Mona
Format: 128 full-color pages, hardcover
Price: $27.95

Over the past year, *Dungeon* Art Director Sean Glenn, *Downer* artist Kyle Hunter, and yours truly have been working on Green Ronin's *Mutants & Masterminds* superhero roleplaying game during our ever-shrinking free time. The culmination of a year's effort was *Crooks!*, a 128-page supervillain directory that should be available shortly after you read this. I hope you'll indulge me a moment or two of professional pride to discuss the book here in the pages of *Polyhedron*.

Just over a year ago, game designer Steve Kenson used the d20 System as a starting point to create his own stand-alone Open Game License superhero game. What began as a one-off product soon developed into a full line, as fans began to flock to the system, which gives players countless character creation options in a classless "point buy" system.

Crooks! presents more than 50 supervillains and more than 50 "mooks" (ninjas, thugs, gorillas, demons, giant robots, etc.), all ready to pound your superheroes into the pavement. Each supervillain is presented in two full pages, with adventure hooks, background, tactics, and statistics accompanying stunning art by top comic book industry professionals like Leonard Kirk (JSA), Cully Hamner (Green Lantern: Mosaic), Eric Canete (Ladytron), and more.

Pit your heroes against the indidious Player 2, master of video crime. Cross swords with the infamous Johnny Reb, a Civil War-era demon who cannot rest until the Union has fallen. If you're feeling really lucky (and really powerful), assemble your heroes and bring the fight to the Atomic Brain, smashing through his defenses on Volcano Island!

Crooks! also contains suggestions on playing villain characters, new villainous feats, and a host of new templates and weaknesses. It was a hell of a lot of fun to put together, and I hope you give it a page-through next time you hit your local gaming store. Tell 'em Poly sent you.—Erik Mona

THE DUNGEONS ARE LOOTED...
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THE REALMS ARE FORGOTTEN...
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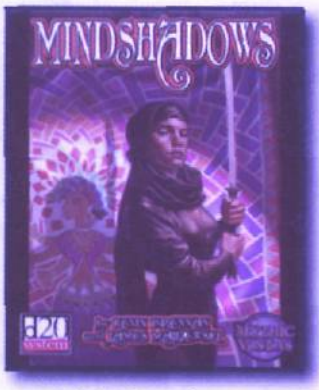
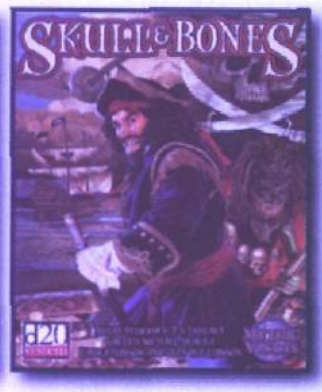


Mindshadows
Psionic Campaign Setting
GRR1402 •128 pages
MSRP: $22.95



Skull & Bones
Swashbuckling Horror in the Golden Age of Piracy
GRR 1018 • 192 pages
MSRP: $29.95

Testament
Roleplaying in the Biblical Era
GRR1019 • 240 pages
MSRP: $32.95

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d20 system

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RPGA Update

With the biggest two shows of the year behind us, we now turn our attention toward the winter season of Gen Con Southern California and then the RPGA's own show, Winter Fantasy, in January 2004.

At the Gen Con members' meeting, we announced a change of venue for Winter Fantasy from Fort Wayne, Indiana to the Meadowlands Exposition Center, New Jersey. There were many reasons for the change, not least of which that we have simply outgrown the Fort Wayne venue and received little or no guarantees of availability of new space or lack of interruptions for next year. Our goal is to provide a premier RPGA show, and to that extent we need to have room to grow as the organization grows. So we took the opportunity to relocate. With the two largest shows in the Midwest and Gen Con Southern California on the West Coast, we thought it time to establish a show on the East Coast and offer a chance for all RPGA members within North America to get to a show without too much difficulty.

The proximity of the Meadowlands to Newark Airport means the convention will be easily accessible to our international European members, and should be reachable by most North American members via a single flight, which wasn't the case with Fort Wayne. Personally I'm excited to offer a large show to new members for the first time, and I'm sure they'll support us in making this happen.

This year's Winter Fantasy will feature a sneak peak at Wizards of the Coast's new Eberron campaign setting, which resulted from an international "setting search" that offered $100,000 to the best of several thousand campaign setting submissions. Stop by the show and visit with RPGA member and Eberron creator Keith Baker! Winter Fantasy is fast becoming the show not to be missed if you want to be in the vanguard of those in the know.

The GM Program Testing Update

We've added a new DUNGEONS & DRAGONS version 3.5 Herald-level GM test to www.rpga.com, allowing members to choose between 3.0 or 3.5 tests. We recognize that the investment to get all the new books is a considerable one, so we'll keep both versions online until December 31st, 2003, at which point we'll remove the 3.0 test and rely upon the 3.5 test exclusively. If you haven't yet taken the test and wish to order RPGA-sanctioned scenarios, I suggest you do so soon or ensure that Santa has those new books on his list for you.

We're about to release a new test that will allow GMs to test into the GM Program's Master level and sign up for our new GM Rewards program. Both items should be online by the time you read this.

The Fist of Emirikol

In the last "News from the Top," I mentioned a special Player Rewards Program gift, but wasn't able to provide any details. Oh what a difference a couple months make.

We're currently preparing a special mailing that will include a magic item called the *Fist of Emirikol*, which can be used in both RPGA-sanctioned and home campaigns. While the item isn't actually magical, it is an actual item—an oversized 20-sided die about the size of a small fist. The mailing will also include the first of a series of full-color RPGA spell templates for use in your games as well as some other interesting materials.

This mailing will only be sent to signed-up D&D Player Rewards participants, and is the first of our special mailings to reward participation in the program and aid you, the players, in your games. Visit the RPGA website and sign up for the program as soon as possible to ensure you're on the list!

Legacy of the Green Regent

Our database designed to track the progression of your LEGACY OF THE GREEN REGENT characters is set to go live on September 10th, with adventure ordering following quickly on September 15th. These dates are our target dates, and so far look firm. By the time you read this, it should be good to go.

This is a huge change in the way we administer and track a campaign, and obviously this is an exciting new direction that will, I'm sure, come with a few unique challenges that will take some adjustment after the system goes live. We'll endeavor to keep these to a minimum and ensure you enjoy the campaign as much as we've enjoyed developing it.

In closing, I'd like to personally thank all those volunteers and GMs who have made this year one of the most successful ever for the RPGA Network. Without them, so many great roleplaying opportunities wouldn't have happened. Thank you.

Ian Richards
Worldwide RPGA Director
ianr@wizards.com

RPGA NETWORK

Dungeon Adventure Player Rewards!

Take advantage of the RPGA's Player Rewards program immediately by scoring points with the adventures in this issue of *DUNGEON Magazine!* Each adventure is worth 2 D&D Player Rewards points, and remains active until 12/29/03. Drop by www.rpga.com for more details, and use the following adventure codes:

The Demonskar Legacy (104TC1DN)
Dragon Hunters (104DH1DN)

2003 EN World d20 System Award Recap

by M Jason Parent

EN World, owned and operated Russell "Morrus" Morrissey, is the world's largest fan-managed online d20 community. Formerly known as Eric Noah's 3rd Edition Site, EN World has evolved into an exhaustive d20 news and reviews site, as well as a community of more than ten thousand d20 fans and supporters who converse regularly. Acclaimed by d20 professionals, the ENnies are fan-based awards handed out by the EN World community, recognizing excellence in the d20 industry.

Each year, a team of five judges is selected by popular vote from the EN World community to dig through hundreds of submitted products and come up with the top five products in each of several categories. These five nominees are then put up to a public vote by the EN World membership.

The "proper name" of the ENnies is the Gen Con and EN World d20 System Awards, which have now been running for three years. The first ENnies awards ceremony took place in an Internet chat room, hosted by Gary Gygax. The 2002 awards were the first officially co-sponsored by Gen Con and took place on a small stage outside of the dealer room during the convention, with the hosts jammed between a Taco Hut and a sign proclaiming "Hot Italian Beef."

This year's awards ceremony was held in the White River Ballroom in the Indianapolis Convention Center, with a collection of luminaries from the d20 publishing community present as well as many of the fans who had voted for their favorite products. Awards were presented primarily by Russell Morrissey, with additional awards presented by Eric Noah, Monte Cook (award-winning publisher and one of the writers of the core d20 rules), James Mathe (owner of RPGnow, the primary sales site for PDF gaming products), Genevieve and Chrystine Robinson (the youngest

THIS YEAR'S WINNERS

Best d20 Game
Gold: *Mutants & Masterminds* (Green Ronin Publishing)
Silver: *Sláine RPG* (Mongoose Publishing)

Best Adventure
Gold: *The Banewarrens* (Malhavoc Press)
Silver: *The Vault of Larin Karr* (Necromancer Games)

Best Campaign Setting
Gold: *Midnight* (Fantasy Flight Games)
Silver: *Freedom City* (Green Ronin Publishing)

Best Art (Interior)
Gold: *Monsternomicon* (Privateer Press)
Silver: *Freedom City* (Green Ronin Publishing)

Best Cartography
Gold: *Lock and Load* (Privateer Press)
Silver: *Necropolis* (Necromancer Games)

Best Setting Supplement
Gold: *Magical Medieval Society: Western Europe* (Expeditious Retreat Press)
Silver: *Book of the Righteous* (Green Ronin Publishing)

Best Rules Supplement
Gold: *Dynasties & Demagogues* (Atlas Games)
Silver: *Toolbox* (Alderac Entertainment Group)

Best Monster Supplement
Gold: *Monsternomicon* (Privateer Press)
Silver: *Tome of Horrors* (Necromancer Games)

Best Aid or Accessory
Gold: *GM Mastery: NPC Essentials* (RPG Objects)
Silver: *Kingdoms of Kalamar DM Shield* (Kenzer & Co.)

Best Non-Open Gaming Product
Gold: *Unknown Armies 2nd Edition* (Atlas Games)
Silver: *Spaceship Zero* (Green Ronin Publishing)

Best Graphic Design & Layout
Gold: *Monsternomicon* (Privateer Press)
Silver: *Freedom City* (Green Ronin Publishing)

Best Electronic Product
Gold: *Magical Medieval City Guide* (Expeditious Retreat Press)
Silver: *Mindscapes* (Malhavoc Press)

award-winning d20 writer-illustrator team) and Ryan Dancey (instigator of the Open Game movement). Mr. Dancey took the time to explain what the d20 System movement meant to him, and how glad he was to see not only ex-Wizards employees up for awards, but also new publishers and writers who were simply Dungeon Masters and players until the release of the d20 System.

In addition to the fan-based d20 awards, veteran freelancer Mike Mearls introduced a new category this year, the ENnie Peer Award. Nominated and selected by d20 publishers and authors, the Peer Award recognizes outstanding material as selected by those within the industry.

Winners this year included a slew of awards to Privateer Press' *Monsternomicon*, which were all accepted by Joseph Miller, a writer who only wrote 10 monsters in the book and had nothing to do with later development. Mr. Miller took it on the chin as he continued to go back up on stage not twice, but *five times* for Privateer Press awards. Also hauled up on stage repeatedly were Steve Kenson, Erik Mona, and Chris Pramas of Green Ronin for *Mutants & Masterminds*, which received five awards.

The surprise winners for the night, however, were newcomers Joe Browning and Suzi Yee, of Expeditious Retreat Press, an electronic (PDF) publishing company. Their first release, *A Magical Medieval Society: Western Europe* took the gold for Best Electronic Product, Best Setting Supplement, and Best Free Download (for a free chapter made available online). Joe and Suzi report that they're "just about as happy as two gaming nerds can be!"

M Jason Parent won his own ENnie last year for Portable Hole Full of Beer (this product contains no alcohol).

Best Free Product or Web Enhancement
Gold: *Magical Medieval City Guide* (Expeditious Retreat Press)
Silver: Initiative Cards (The Game Mechanics)

Best Art (Cover)
Gold: *Monsternomicon* (Privateer Press)
Silver: *Midnight* (Fantasy Flight Games)

Best Official Website
Gold: Malhavoc Press (www.montecook.com)
Silver: Wizards of the Coast (www.wizards.com)

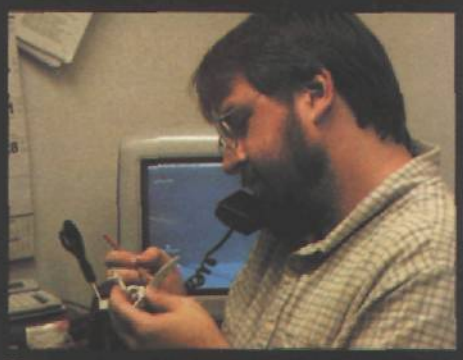
Best Resource Fan Site
Gold: SWRPG Network (www.swrpgnetwork.com)
Silver: 3rdEdition.org (www.3rdedition.org)

Best Campaign Fan Site
Gold: Conan d20 (hosted at enworld.org)
Silver: World of Inzeladun (hosted at enworld.org)

Best Publisher (Overall)
Gold: Malhavoc Press
Silver: Green Ronin Publishing

ENnies Peer Award
Mutants & Masterminds (Green Ronin Publishing)

Fiery Dragon



"Sorry guys, no game tonight. I'm not even close to finishing the orc army that you encountered last week!"

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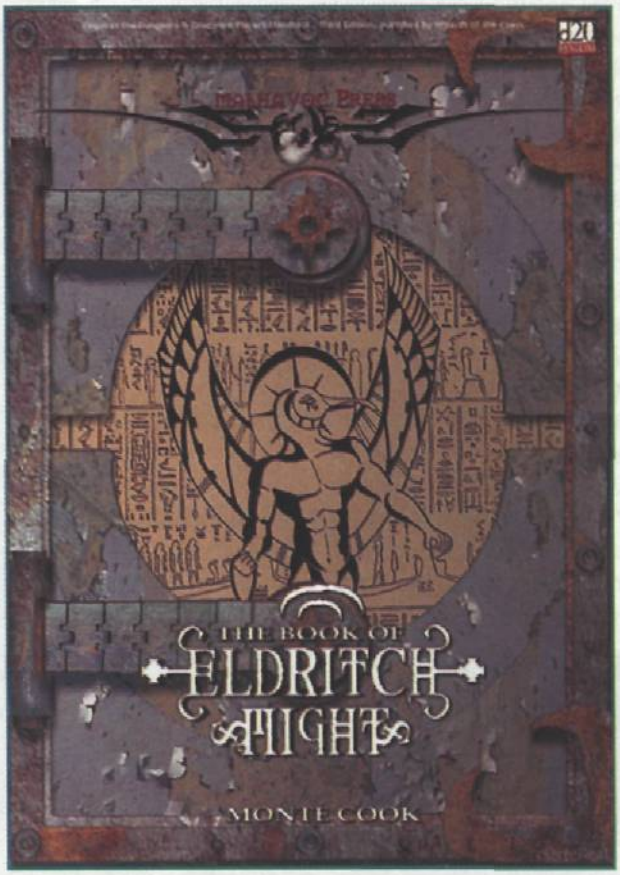
PDF: The Future of RPGs?

Charting the Newest d20 Revolution

By M Jason Parent

The Internet holds more for gamers than elf porn. Several RPG companies now market electronic gaming products on the 'Net, and the introduction of the d20 System has sparked a groundswell of interest in this new format. These aren't just electronic copies of existing print products, nor are they simply fan works released for free, but full-fledged RPG products that share the production values associated with many print-only game books. Currently available electronic products include complete campaign settings, sourcebooks, adventures, and accessories. While many electronic products bear the names of designers and companies you've probably never heard of, others are by "name" designers and former Wizards of the Coast employees.

Around 6 years ago, I discovered that there were more games out there than what the local game store had in stock (which was quite surprising, as we have a very well-stocked local gaming store). While building a general-interest gaming website, I came across a game called StaRPlay Armageddon, written by Phillip McGregor, one of the creators of the classic science-fiction RPG *Space Opera*. What made this game special was that it was available exclusively through an online store called HyperBooks, which distributed the Portable Document Format (PDF) document via email or FTP. While I found the game interesting and well written, I was far more taken by the potential of the file format. Starting with this download, I envisioned an entire library of electronic documents replacing my shelves and shelves of printed gaming books and supplements.



The Book of Eldritch Might

(Malhavoc Press, written by Monte Cook)

The *Book of Eldritch Might* probably launched the entire d20 e-publishing industry as it exists today. This 48-page PDF focuses on arcane spellcraft, introducing a new type of feat (the eldritch feat, which allows powerful casters to augment their spells without using metamagic feats), new prestige classes, monsters, magic items, and more than 60 new arcane spells. The *Book of Eldritch Might* set the standard by which other PDFs have been judged over the past 2 years, and was the first exclusively PDF release to be imprinted by a print publisher (in this case, Sword & Sorcery Studios). The book won the 2001 E.N. World d20 System Award for Best Rulebook or Accessory, as well as the awards for Best Writer and Best Editor.

The biggest draw of the format is its generally low introductory price—some products run as low as 40 cents, with the average product being just over the $5.00 line. Products from larger, more established companies tend to fall in the $6.00 to $7.95 range. Additionally, PDF products never go "out of print" or sell out their unlimited print run. In the current print environment, it's often difficult to track down a product more than a few months after its initial release, whereas "ebooks" are available essentially forever. Electronic products can be shipped anywhere around the world without exorbitant shipping costs or "convenience charges" for retailers special ordering products in a region with relatively few roleplaying gamers. Whether you're in Australia, Canada, or Africa, your PDF costs the same.

While viewing a PDF on your computer screen might

Legend of the Steel General

(oOne Games, written by Mario Barbati)

This adventure, one of the first (quite possibly *the* first) for-pay d20 electronic products, features excellent use of the medium, using very elegant textured pages, significant amounts of original art, and highly-detailed full-color 3-dimensional maps for all major encounter areas.

101 Collection

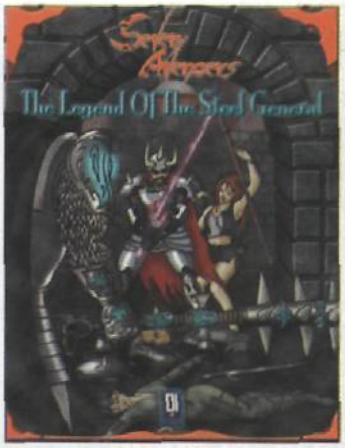
(SpiderBite Games, written by Phil Reed)

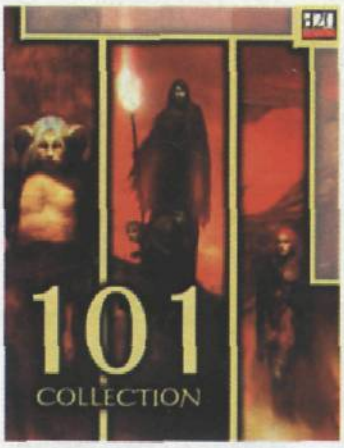
Phil Reed and SpiderBite games broke onto the e-publishing market with a series of short products with appropriately small price tags ($3.00–$4.00). Each featured excellent content and layout, including art by Christopher Shy of Studio Ronin. This product combines three of the "101" series books (*101 Spellbooks*, *101 Mundane Treasures*, and *101 Arcane Spell Components*) as a fantastic and affordable introduction to Phil's works.

not be as convenient as having a printed book in your hand, the ability to easily cut and paste material from the PDF into your own campaign notes is seen by many fans as one of the highlights of the medium. For those gamers who believe the only way to get real value from the purchase is to have a hard copy, many larger electronic publishers have taken to offering PDFs in two formats—one in full color with electronic bookmarks and internal hyperlinking to help navigate the document and one in black and white with minimal artwork and no border treatments for ease of printing without chewing through ink cartridges.

My PDF collection (which contains more than 200 products) is nice and small, fitting nicely on a pair of CD-ROMs instead of taking up the normal 3 or 4 feet of shelf-space often associated with a huge collection of printed books. This not only makes my collection easier to transport outside my home, but reduces the chance of my lovely wife seeing the size of my collection and complaining about the investment in money and space it represents. I've also got a complete back-up of my entire collection, which protects me from theft or damage.

Even Wizards of the Coast has joined in, offering PDF editions of hundreds of out-of-print products (including many truly ancient products dating back to the early days of the hobby) to collectors at incredibly low prices ($4.95 per product). These products give fans around the world a chance to enjoy the products they'd previously only read about in magazines or simply





couldn't afford in the often brutal collector market.

Despite all these benefits, the e-publishing explosion didn't really take off until 2001, after the introduction of the d20 and Open Game License and the release of Third Edition DUNGEONS & DRAGONS. The first few d20 PDFs were free downloads meant to support in-print products, but a staggering change occurred when *Dungeon Master's Guide* author Monte Cook's Malhavoc Press released the *Book of Eldritch Might*, a short compendium of arcane spells, items, and prestige classes. Within days, the electronic gaming industry came into its own, and a new generation of d20 publishers sprung into action. Print publishers handed PDF publishers additional impetus to succeed when they began print publishing popular PDF products, often setting up the PDF offerings as an imprint of their normal print releases. This gave many new PDF publishers hope that their digital success might translate to the larger print audience.

While Cook's Malhavoc Press had to build the groundwork for their sales and publicity, new e-publishers now enter a digital landscape filled with online stores dedicated to sale of PDF products and a growing number of customers willing to buy electronic products instead of, or along with, printed gaming books. Locations such as the rpg.net mall and RPGnow.com deal exclusively in electronic products, while storefronts such as SVGames.com (which has the official license to distribute TSR and Wizards of the Coast out-of-print products) and Hyperbooks.com deal in both print and electronic products.

Because of the smaller capital investment required to publish an electronic product, specialty books that would probably not find a place in typical gaming stores or widespread distribution can carve out their own niche in the PDF market. Such "niche" products include *Egyptian Gods* (Bastion Press), which goes into great detail on the many gods of the Egyptian

QuickShots: Mission File Alpha
(E.N. Publishing, written by Timothy Willard)

Mission File Alpha presents 20 modern-era mini-scenarios, encounters, and events based on urban legends, like a ghost brought back to life by chanting teenagers or the ubiquitous murderer hiding in the backseat of a housewife's car. The book also contains several full-page maps of typical modern-era locations and a chapter about enhancing player paranoia and handling Spot checks without giving anything away.

Modern Player's Companion
(The Game Mechanics, written by Stan!)

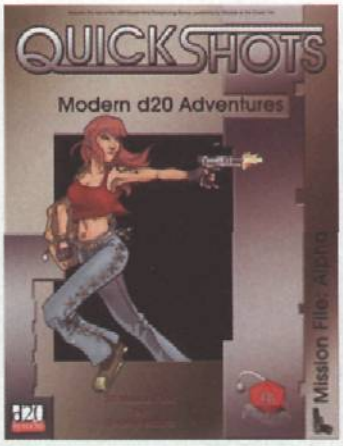
This unofficial expansion for the *d20 Modern* core book includes several new starting occupations, eight new advanced classes, more than two dozen feats, and a selection of new equipment. Not designed for any particular setting, the material within works well in any modern d20 campaign.

Vyllage-on-the-Cheep: Castle Ruins
(Microtactix)

With more than 90 pieces and sets of terrain in their online inventory, Microtactix has carved out a niche market selling downloadable paper model terrain set in the familiar 1 inch = 5 feet scale. The company offers both black-and-white and full-color sets. The Castle Ruins set can be printed from an inkjet computer and assembled to look like high-quality... castle ruins. Perfect for any campaign that uses miniatures, Microtactix's models add a new dimension to your tabletop.

pantheon, with full d20 stats as well as clerical domains and unique spells; the *Enchiridion of Mystic Music* (S.T. Cooley Publishing), an entire book about bardic music; and *Everyone Else* (E.N.Publishing), a book of more than 200 stat blocks and descriptions of typical NPCs for a Medieval d20 campaign.

But not all PDF products target a small niche market. Many PDF products compete in theme with products released by print publishers. For almost every recent print release there has been a PDF release along the same theme. Electronic releases are available exploring the lives, societies, and game abilities of elves, gnomes, drow, and other races. You can find PDF products dedicated to paladins, monks, assassins, and archers, schools of magic such as abjuration, enchantment, and necromancy, and even adventures in which the PCs face off against dark elves, explore the temples of demon gods, or even search for the lost treasure of the Toad God.



In addition to being the vanguard of new products not yet in print, several well known publishers have started taking advantage of the medium and the ease of distribution that comes with electronic products. Atlas Games, Bastion Press, Fiery Dragon, Mongoose Publishing, and Mystic Eye Games have each re-released out-of-print products in PDF instead of bringing them into a second print run. In addition, Bastion Press, Mongoose Publishing, and Mystic Eye Games have released several PDF-only products separate from their current and past print offerings.

Some companies go beyond traditional book products, offering terrain designed to be printed out on cardstock and assembled to produce 3-D dungeons and outdoor terrain at a fraction of the cost (but a lot more effort) than standard resin or plastic terrain kits.

Since the release of the *Book of Eldritch Might*, electronic products have made some serious headway in the marketplace. The *Book of Eldritch Might* won the 2001 ENWorld d20 System Award for Best Rulebook or Accessory. The next year, at the renamed 2002 ENWorld/GenCon d20 System Awards, Malhavoc's *If Thoughts Could Kill* (an adventure by Bruce Cordell released first in PDF, then later in print) won the award for Best Adventure, and the Ambient Inc. (now E.N. Publishing) *Portable Hole Full of Beer (this product contains no alcohol)* not only won the award for best free product or web enhancement, but managed to get d20 System pioneer Ryan Dancey to exclaim "God help us all" during the announcement ceremony.

Want to E-Publish?

One of the great appeals of d20 e-publishing is not having to bootstrap together your own gaming system, and not having to put up the capital to produce a large print run or run around drumming up interest and trying to get a distribution deal for the product. Unlike physical gaming stores, all you have

The Kid's Colouring Book o Critters

(E.N. Publishing, written and illustrated by Genevieve & Chrystine Robinson, et al.)

Acclaimed by Monte Cook and many other industry professionals, the *Kid's Colouring Book*, with monster ideas and illustrations by Genevieve (age 12) and Chrystine (age 8), is both an innovative concept and a fully functional monster book. Buyers can print out the black-and-white book for their children (or themselves) to color while keeping a clean copy for gaming. The book even includes a few blank pages for your young geniuses to fill with their own creations. One dollar from each sale of this book goes to each Robinson kid for a "Buy the Girls a Pony Fund," and one dollar goes to their local library.

The coloring book, a complete d20 monster book in its own right, includes introductions by Ernie Gygax and Brom. Additional contributors include Tessa Tweet (daughter of *Player's Handbook* author Jonathan Tweet), Alexander Jurkat, rk post, Philip J. Reed, Toren Atkinson, Aaron Williams (Nodwick), Todd Morasch, and more.

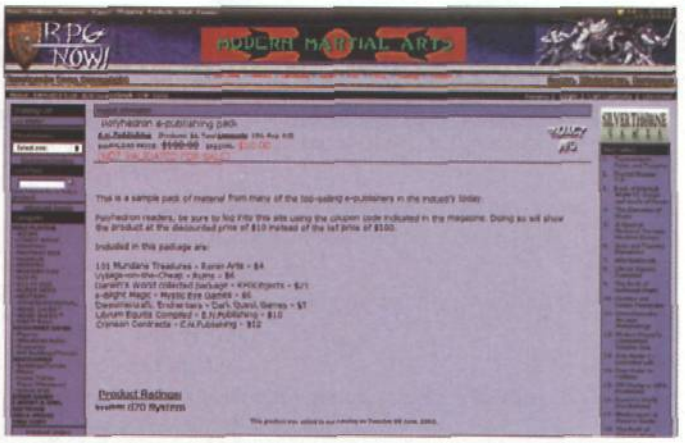
The *Kid's Colouring Book* encourages literacy, creativity, and imagination in kids by encouraging families to game together. Gaming also helps kids learn about semi-structured play, math, reading, research, drawing, oral expression, and interaction with adults. The book won the 2003 Indie-RPG Award for Best Use of the d20 License.

to do is produce a book, and the e-stores do the selling for you.

But the distinction is between releasing a book which appears on the front page of the storefront for a week and then fades off into eternal obscurity and one that climbs up into the top-sellers list is one of marketing, production, and good writing. There are many resources available now for the starting publisher, including a message board dedicated to d20 e-publishing at www.enworld.org as well as e-publishing forums at www.rpgnow.com and the Forge (www.indie-rpgs.com).

Even more essential to the up-and-coming e-publisher, however, is a book on the subject written by many of the vendors at RPGnow, called the *ePublisher Guide*. This $19.95 84-page PDF covers all aspects of the e-publishing industry except for specific details on the d20 System Trademark License and Open Game License used when publishing for the d20 System, and should be required reading for someone looking to break into the field.

M Jason Parent is both the owner of E.N. Publishing and a freelance game writer who recently co-wrote Unveiled Masters: The Essential Guide to Mind Flayers, *a print product from Paradigm Concepts.*



E-Publishing Promo Pack

Ten of the top e-publishers in the industry have come together to assemble a comprehensive sampler of quality electronic products especially for *Polyhedron* readers. From a modular building kit for cardstock buildings to original electronic-only books to electronic re-releases of out-of-print products, *Polyhedron* readers can see what electronic publishing has to offer with this astounding introductory offer.

Fourteen products: sourcebooks, modules, an entire post-apocalyptic campaign setting, and more—a value of more than $100—can be yours for only $10.

Simply aim your web browser to:

http://www.rpgnow.com/product_info.php?products_id=1795&coupon=34

and download them today! (You can pay by credit card, paypal, or mail a money order.)

Offer expires December 1, 2003.

Promo Pack Products

Demon God's Fane (Malhavoc Press) $7.00 value
Librum Equitis Compiled (E.N. Publishing) $9.95 value
Crimson Contracts (E.N. Publishing) $11.95 value
Darwin's World collected package (RPGObjects) $21.95 value
Enchiridion of Treasures and Objects d'Art (S.T.Cooley Publishing) $12.95 value
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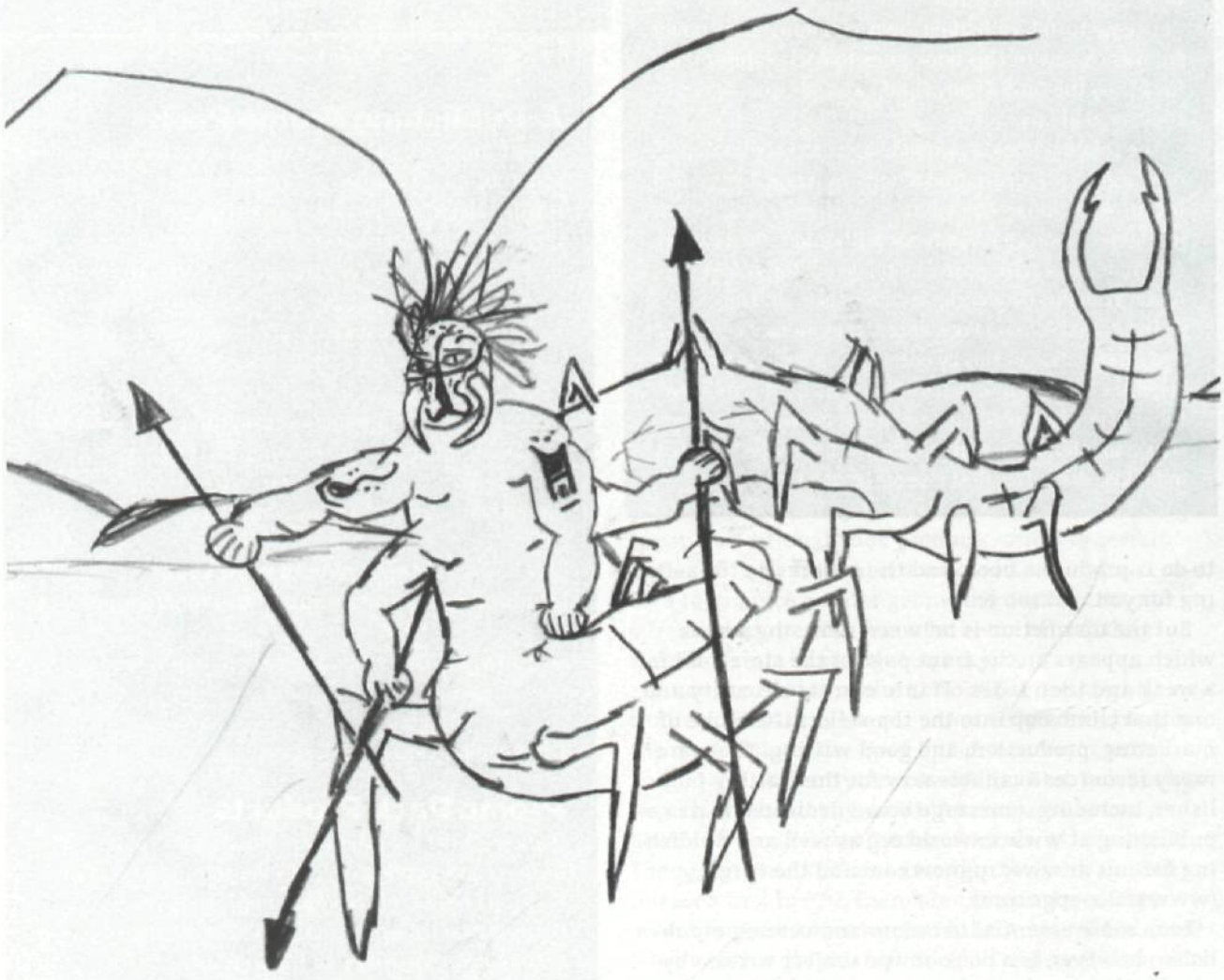
Dweomercraft: Enchanters (Dark Quest Games) $6.95 value
Vyllage-on-the-Cheep: Color Buildings Set #2 (Microtactix) $6.00 value
Races of Evernor: Part I (Silverthorne Games) $6.00 value
Egyptian Gods (Bastion Press) $5.99 value
e-Blight Magic (Mystic Eye Games) $5.99 value
101 Mundane Treasures (Ronin Arts) $4.95 value

Coloring Spectacular



E.N. Publishing's *Kid's Colouring Book o Critters* features dozens of color-yourself beasts drawn by young gamers to ignite the imagination of young players. Book co-authors Chystine (left) and Genevieve Robinson sent us this exclusive critter, which hasn't been seen anywhere else. Crack out the crayons and have a little fun, or pass along a photocopy of the opposite page to a special young one.

Docentos

Huge Aberration
Hit Dice: 12d8+96 (150 hp)
Initiative: +2
Speed: 40 ft., climb 20 ft., burrow 10 ft.
Armor Class: 28 (–2 size, +2 Dex, +18 natural), touch 10, flat-footed 26
Base Attack / Grapple: +9/+26
Attack: Huge shortspear +19 melee (2d6+9) or tail +18 melee (2d8+9 plus poison)
Full Attack: Primary Huge shortspear +17/+12 melee (2d6+9), 3 Huge shortspears +13 melee (2d6+4), tail +13 melee (2d6+4 plus poison), bite +13 melee (2d4+4 plus poison)
Space / Reach: 15 ft./15 ft.
Special Attacks: Constrict 2d6+9, improved grab, mighty grapple, poison
Special Qualities: Darkvision 60 ft., low-light vision, scent, tremorsense 90 ft.
Saves: Fort +12, Ref +6, Will +9
Abilities: Str 28, Dex 15, Con 26, Int 13, Wis 13, Cha 10
Skills: Balance +8, Climb +17, Hide +0, Jump +19, Listen +8, Move Silently +8, Search +8, Spot +8, Survival +1 (+3 following tracks)
Feats: Blind-Fight, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (shortspear)
Environment: Warm deserts
Organization: Solitary, scouting party (2–4), hunting team (5–8) or mob (9–18)
Challenge Rating: 12
Treasure: Half coins, double goods, standard items
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: —

The insectoid creature has a lower body that combines the worst aspects of a centipede and an earwig. Its upper torso is humanoid, but with four muscular arms that each wield a huge shortspear. Compound eyes, slavering mandibles, and a pair of long, whip-antennae mar its otherwise humanoid face. Its insectoid body plates are golden brown.

Docenti are powerful nomadic desert creatures said to be born of the desert sands when blood is spilled upon them in malice or cold-blooded murder. The true origin of the docenti is unknown. All docenti speak and understand Infernal. They also understand but do not speak Common. Docenti have no capacity to reproduce, save by transforming captured victims with their magical venom.

Combat

Neither highly organized nor cohesive in action, the one constant that binds docenti society is violence. A docenti wields a Huge shortspear in each of its four arms. It prefers to use its tail pincher to immobilize its first opponent and then fend off attempts to save that victim with its bite and spears.

Constrict (Ex): A docentos deals automatic tail damage on a successful grapple check.

Improved Grab (Ex): To use this ability, the docentos must hit a Medium or smaller opponent with its tail attack. If it gets a hold, it can constrict.

Mighty Grapple (Ex): If a docentos opts to use only its tail to make a grapple check rather than its whole body, it takes a –10 penalty on its grappling checks (rather than the standard –20 penalty for only using a specific body part to grapple).

Poison (Su): Injury, Fortitude DC 24, initial and secondary damage 1d8 Dex and 1d8 Cha. The save DC is Constitution-based. If this poison reduces a humanoid or monstrous humanoid's Charisma to zero, the creature falls into a coma and transforms into a standard docentos over the next 2d6 hours. A new docentos has no memories of its prior existence, and gains the abilities of a standard docentos, possibly with a few identifying marks that indicate who it once was. A *miracle* or *wish* spell can reverse this transformation.

The Story So Far

KYLE HUNTER'S

Downer

Agents of the prison plane, Cârceri, led by the tiefling warrior-priest Serjenko, seek a powerful entity called Ululok, bound by the beholder Manglecramps. In the midst of their incursion, drow captain Downer mutinies against the eye tyrant. All sides have suffered casualties. Manglecramps vaporized a dwarven musketeer, and Downer struck down a rival drow. The melee continues.

I BLAME YOU, YOU NASTY LITTLE IMP. AND THAT DISGUISE ISN'T GOING TO FOOL *ANYONE.*
GOOD LUCK DROW. HAHAHAHAHAHA! ULOLOK WILL SERVE ME!

Story and art by **Kyle Stanley Hunter.** Lettering by **Sean Glenn.** A **Super Unicorn** production. **www.superunicorn.com**

D&D Player Rewards

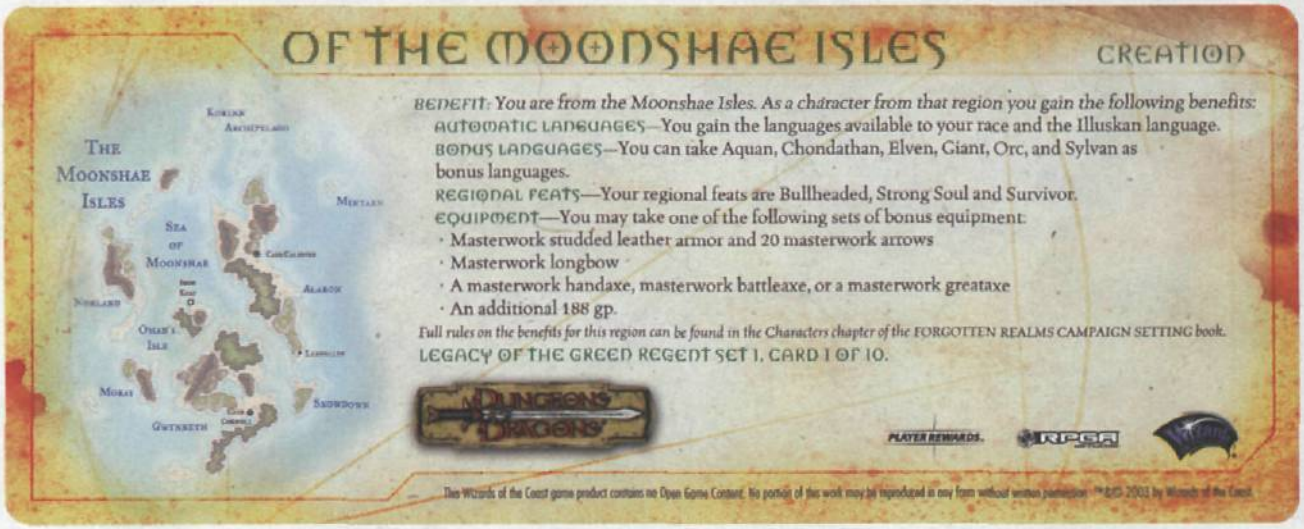
Campaign Card GM Reference

Take home the spoils of battle when you sign up for D&D Player Rewards—a free program from the RPGA. Once you've enrolled, your participation in approved events earns you points toward Campaign Cards, a plastic membership card, and other free plunder. Points accumulate over four durations. When a duration ends, your points are tallied, your goodies are shipped, and any remaining points roll forward to use in the next reward cycle.

Each duration, the RPGA releases a set of ten new Campaign Cards. These full-color, collectable cards grant characters special perks and interesting play opportunities. Players receive one card selected randomly from the new set for every 20 points they earned over the duration. They also receive the plastic membership card the first time they accumulate 20 points. Although specifically designed for use in the D&D Campaigns program (Living Greyhawk, Legacy of the Green Regent, etc.), the cards are adaptable for use in non-sanctioned campaigns. Campaign Cards are also popular trade commodities at conventions and on the Internet.

Visit www.wizards.com/rpga to sign up for D&D Player Rewards. The website's Events Calendar lists RPGA-approved games all over the world to help you discover play opportunities near you. Don't play at conventions? Encourage your gamemaster to pass the Herald-Level GM Test on the RPGA website. Passing the test allows GMs to run their own RPGA-sanctioned event using free adventures downloaded from the RPGA database and select adventures from *Dungeon Magazine* (see p. 88 for details).

This month, *Polyhedron* presents all 10 cards from the first Campaign Card run and 3 promo cards, to act as a checklist for players and as a guidebook to help RPGA GMs know what to expect at the game table.


OF THE MOONSHAE ISLES
CREATION
The Moonshae Isles
Sea of Moonshae
Alaron
Orlan's Isle
Moray
Gwynneth
Snowdown
Mintarn
Northland
BENEFIT: You are from the Moonshae Isles. As a character from that region you gain the following benefits:
AUTOMATIC LANGUAGES—You gain the languages available to your race and the Illuskan language.
BONUS LANGUAGES—You can take Aquan, Chondathan, Elven, Giant, Orc, and Sylvan as bonus languages.
REGIONAL FEATS—Your regional feats are Bullheaded, Strong Soul and Survivor.
EQUIPMENT—You may take one of the following sets of bonus equipment:
· Masterwork studded leather armor and 20 masterwork arrows
· Masterwork longbow
· A masterwork handaxe, masterwork battleaxe, or a masterwork greataxe
· An additional 188 gp.
Full rules on the benefits for this region can be found in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING book.
LEGACY OF THE GREED REGENT SET 1, CARD 1 OF 10.
Dungeons & Dragons
PLAYER REWARDS
RPGA
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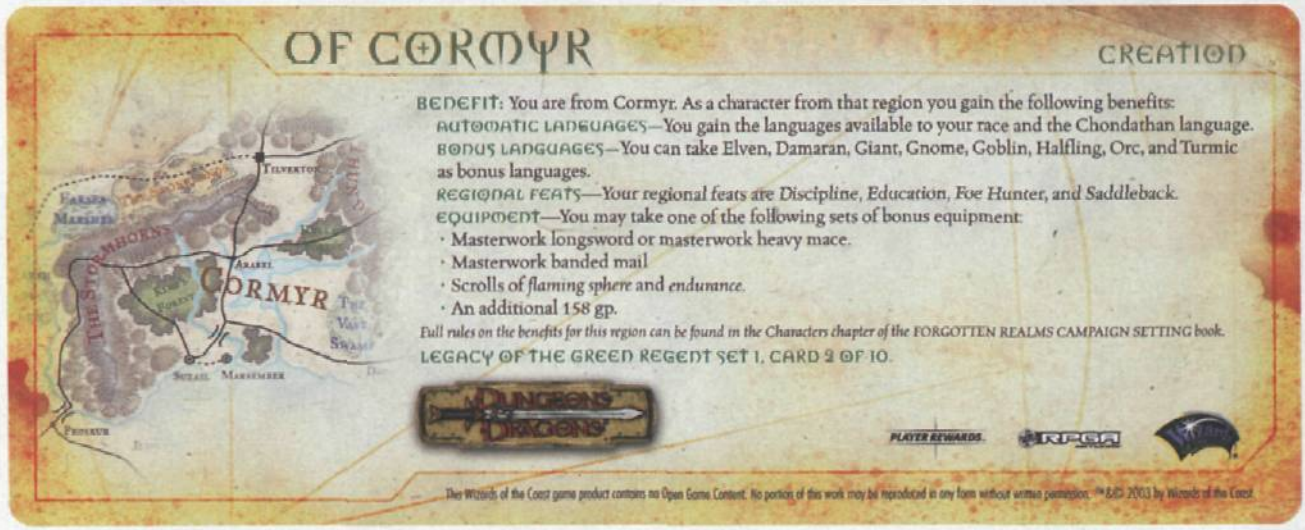
OF CORMYR
CREATION
Cormyr
Arabel
Suzail
Marsember
Telvertor
Farsea
Marlen
Stormhorns
Purple
Vast
Swamp
BENEFIT: You are from Cormyr. As a character from that region you gain the following benefits:
AUTOMATIC LANGUAGES—You gain the languages available to your race and the Chondathan language.
BONUS LANGUAGES—You can take Elven, Damaran, Giant, Gnome, Goblin, Halfling, Orc, and Turmic as bonus languages.
REGIONAL FEATS—Your regional feats are Discipline, Education, Foe Hunter, and Saddleback.
EQUIPMENT—You may take one of the following sets of bonus equipment:
· Masterwork longsword or masterwork heavy mace.
· Masterwork banded mail
· Scrolls of flaming sphere and endurance.
· An additional 158 gp.
Full rules on the benefits for this region can be found in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING book.
LEGACY OF THE GREED REGENT SET 1, CARD 2 OF 10.
Dungeons & Dragons
PLAYER REWARDS
RPGA
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OF THE DRAGON COAST

CREATION

BENEFIT: You are from the Dragon Coast. As a character from that region you gain the following benefits:

AUTOMATIC LANGUAGES—You gain the languages available to your race and the Chondathan language.

BONUS LANGUAGES—You can take Aglarondan, Chessantan, Damaran, Goblin, Halfling, Orc, and Turmic as bonus languages.

REGIONAL FEATS—Your regional feats are Bullheaded, Silver Palm, and Thug.

EQUIPMENT—You may take one of the following sets of bonus equipment:

- Masterwork rapier or masterwork light crossbow.
- *Potion of protection from arrows* or *potion of blur*.
- An additional 168 gp.

Full rules on the benefits for this region can be found in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING *book.*

LEGACY OF THE GREEN REGENT SET 1, CARD 3 OF 10.

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OF AMN

CREATION

BENEFIT: You are from Amn. As a character from that region you gain the following benefits:

AUTOMATIC LANGUAGES—You gain the languages available to your race and the Chondathan language.

BONUS LANGUAGES—You can take Alzhedo, Elven, Giant, Goblin, Illuskan, Nexalan, and Shaaran as bonus languages.

REGIONAL FEATS—Your regional feats are Cosmopolitan, Education, Silver Palm, and Street Smart.

EQUIPMENT—You may take one of the following sets of bonus equipment:

- Masterwork thieves' tools, hand crossbow, and 10 masterwork bolts.
- Choice of masterwork longsword or masterwork short sword
- Light warhorse, bit and bridle, military saddle, and studded leather barding.
- An additional 158 gp.

OTHER—Monks from Amn may pick the Shining Hand as their monastic order.

Full rules on the benefits for this region can be found in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING *book.*

LEGACY OF THE GREEN REGENT SET 1, CARD 4 OF 10.

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OF THE WOOD ELVES

CREATION

BENEFIT: You are a wood elf or a half-wood elf.

WOOD ELF RACIAL ABILITIES: If you choose a wood elf character, you have all elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Strength, +2 Dexterity, -2 Constitution, -2 Intelligence, -2 Charisma. Wood elves are strong but slight, and tend to be less cerebral and intuitive than other elves.
- AUTOMATIC LANGUAGES—Elven, Common, and home region; Bonus Languages—Chondathan, Draconic, Gnome, Goblin, Gnoll, and Sylvan.

You may take one of the standard starting regions during character creation or the wood elf character region.

HALF-WOOD ELF RACIAL ABILITIES: If you choose to be a half-wood elf you have all the racial traits listed in Chapter 2 of the *Player's Handbook* and may choose one of the standard starting regions or the wood elf region during character creation.

The wood elf region is detailed in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING *book.*

LEGACY OF THE GREEN REGENT SET 1, CARD 8 OF 10.

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OF THE SUN ELVES

CREATION

BENEFIT: You are a sun elf or a half-sun elf.

SUN ELF RACIAL ABILITIES—If you a sun elf character, you have all the elven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Intelligence, -2 Constitution. Sun elves value study and contemplation over the feats of agility learned by most other elves.
- AUTOMATIC LANGUAGES—Elven, Common and home region; Bonus Languages—Auran, Celestial, Chondathan, Gnome, Halfling, Illuskan, and Sylvan.

You may take one of the standard starting regions upon character creation or the sun elf character region.

HALF-SUN ELF RACIAL ABILITIES: If you choose to be a half-sun elf you have all the racial traits listed in Chapter 2 of the *Player's Handbook* and may choose either one of the standard starting regions or the sun elf region during character creation.

The sun elf region is detailed in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING *book.*

LEGACY OF THE GREED REGENT SET 1, CARD 6 OF 10.

PLAYER REWARDS. RPGA

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OF THE GOLD DWARVES

CREATION

BENEFIT: You are a gold dwarf.

RACIAL ABILITIES: You have all the dwarven racial traits listed in Chapter 2 of the *Player's Handbook* except as follows:

- +2 Constitution, -2 Dexterity; Gold dwarves are stout and tough, but not as quick or agile as other races.
- +1 racial bonus on attack rolls against aberrations: Gold dwarves are trained in special combat techniques against the many bizarre creatures that live in the Underdark. (This replaces the attack bonus against orcs and goblinoids).

AUTOMATIC LANGUAGES: Dwarven, Common, and home region. Bonus Languages: Giant, Gnome, Goblin, Shaaran, Terran, and Untheric.

You may take one of the standard starting regions upon character creation or the gold dwarf character region. The gold dwarf region is detailed in the Characters chapter of the FORGOTTEN REALMS CAMPAIGN SETTING *book.*

LEGACY OF THE GREED REGENT SET 1, CARD 7 OF 10.

PLAYER REWARDS. RPGA

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WINK AND A SMILE

GENERAL

You can be very charming when you need to be.

PREREQUISITES: Charisma 10+

BENEFIT: You can spend this card once per adventure round to gain a +4 circumstance bonus to a single Bluff, Perform, or Diplomacy check.

LEGACY OF THE GREED REGENT SET 1, CARD 8 OF 10.

PLAYER REWARDS. RPGA

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I HAVE THAT!

GENERAL

You have an uncanny knack for having just the right tool for the job at hand.

BENEFIT: You can spend this card once per adventure round to immediately gain a single item listed on *Player's Handbook* Table 7—8: Good and Services worth no more than 50 gp and weighing no more than 8 pounds. Alternatively, you can spend this card to immediately gain a single alchemical sleep gas vial, a vial of disappearing ink, or a scent breaker bag, all of which are described in the Life in Faerûn chapter of the FORGOTTEN REALMS CAMPAIGN SETTING book. The item gained is in a handy place, and you must spend a move action to retrieve it.

LEGACY OF THE GREEN REGENT SET 1, CARD 9 OF 10.

PLAYER REWARDS RPGA

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HERO'S STRIKE

GENERAL

You tend to make that one needed strike at just the right time.

BENEFIT: You can spend this card once per adventure round to gain a +2 morale bonus to a single attack roll.

LEGACY OF THE GREEN REGENT SET 1, CARD 10 OF 10.

PLAYER REWARDS RPGA

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SCION OF THE GREEN REGENT

CREATION

BENEFIT: During the Shieldmeet celebration in Loudwater you were dubbed one of the Scions of the Green Regent. As a scion, you're sworn to defend Loudwater and her environs as a matter of honor and duty. In return, the good people of the region treat you like royalty. Few of those folks will refuse a reasonable request made by you, and offer both food and shelter on your visits.

As a symbol of your dedication to the Green Regent, you bear a magical glyph on your forehead—the unicorn symbol of Mielikki—that glows with a light green aura. The glyph grants as much illumination as a candle, but its glare does not hinder your sight. Local legends say that covering the glyph or any attempt to magically suppress or remove it is a sure way to gain both the wrath of Mielikki and the mischief of Beshaba.

LEGACY OF THE GREEN REGENT PROMO CARD, CARD 1 OF 3.

PLAYER REWARDS RPGA

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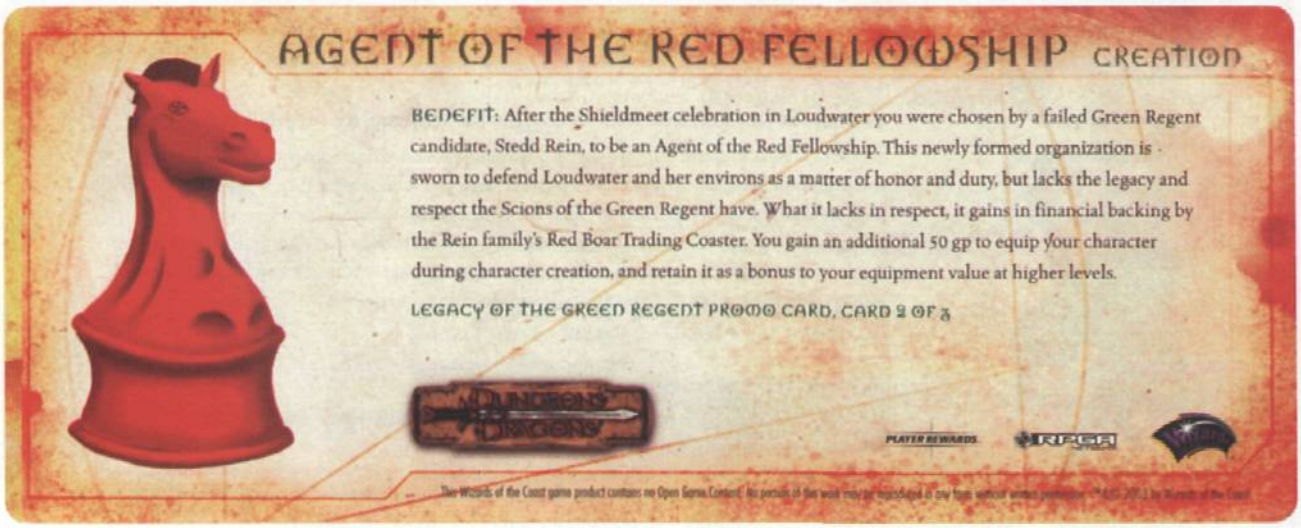
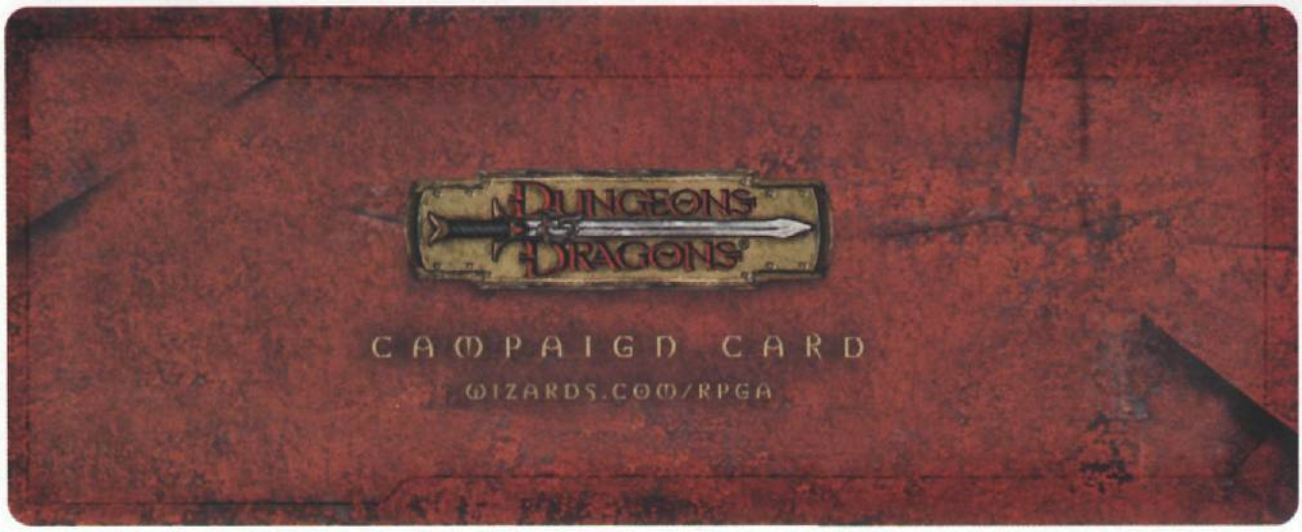

AGENT OF THE RED FELLOWSHIP CREATION
BENEFIT: After the Shieldmeet celebration in Loudwater you were chosen by a failed Green Regent candidate, Stedd Rein, to be an Agent of the Red Fellowship. This newly formed organization is sworn to defend Loudwater and her environs as a matter of honor and duty, but lacks the legacy and respect the Scions of the Green Regent have. What it lacks in respect, it gains in financial backing by the Rein family's Red Boar Trading Coaster. You gain an additional 50 gp to equip your character during character creation, and retain it as a bonus to your equipment value at higher levels.
LEGACY OF THE GREEN REGENT PROMO CARD, CARD 2 OF 3
DUNGEONS & DRAGONS
PLAYER REWARDS
RPGA

ORC OF THE HIGH FOREST CREATION
BENEFIT: You are an orc of the High Forest. Orcs of the High Forest are an isolated offshoot of mountain orc.
RACIAL ABILITIES: Orcs of the High Forest possess the following racial traits:
• +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma: Orcs of the High Forest are fantastically strong, but they react to situation with violence and poor planning.
• Size: Medium; Landspeed is 30 ft.; Darkvision up to 60 feet.
• Proficient with the greataxe and shortbow: Orcs of the High Forest train with these weapons from childhood.
• Light Sensitivity (Ex): Orcs of the High Forest suffer a –1 penalty on attack rolls in bright sunlight or within the radius of a daylight spell.
• Orc Blood: For all special abilities and effects, an orc of the High Forest is considered an orc.
AUTOMATIC LANGUAGE: Common and Orc. Bonus Language: Dwarven, Giant, Gnoll, Goblin, Illuskan.
Orc of the High Forest is both a race and a starting region. For its starting region you gain the languages listed above, and the following:
REGIONAL FEATS—Your regional feats are Daylight Adaptation and Resist Poison
EQUIPMENT—You may take one of the following sets of bonus equipment:
• Potion of cure moderate wounds
• Masterwork greataxe, or masterwork orc double axe.
• 150 gp
LEGACY OF THE GREEN REGENT PROMO CARD 3 OF 3.
DUNGEONS & DRAGONS
PLAYER REWARDS
RPGA


DUNGEONS & DRAGONS
CAMPAIGN CARD
WIZARDS.COM/RPGA

Cartography by Christopher West

More Holy Warriors of the Flanaess:

PALADINS OF GREYHAWK

By Gary Holian
Illustrations by Eric Vedder of Udon

Living Greyhawk

Way back in *Dragon* #306, *Living Greyhawk Gazetteer* co-author Gary Holian gave us a look at paladin faiths of Mayaheine, Murlynd, Pelor, Rao, and St. Cuthbert. This follow-up article offers further detail on some of the most common paladin types in the Flanaess, including new information of holy warriors of Hextor and Heironeous, who define the "classic" paladin and anti-paladin traditions in the Flanaess.

Each entry below details historical and philosophical information to help you create and play a character dedicated to one of Oerth's great religious warrior orders. Each paladin faith includes a special feat unique to holy warriors of that order, allowing you to customize your paladin when playing in the RPGA's official Living Greyhawk campaign or when playing Greyhawk campaigns of your own design. If you plan to use one of these feats at a sanctioned Living Greyhawk event, be sure to bring along this article to show to your Dungeon Master.

A Word on Format

Each entry begins with the name of a god followed by suggested titles for holy warriors of that god in parentheses below. An italic statement below that suggested titles briefly outlines the philosophy of paladins dedicated to that deity, followed by a list of the paladins' most frequent allies and enemies. Generally, lawful good paladins can be assumed to get along with others of their alignment, so those listed as allies represent significant bonds of friendship and assistance between faiths, knightly orders, and individuals. Likewise, listed enemies include noteworthy hatreds common to all holy warriors of a given faith.

Al'Akbar

(Exalted One)

By the Light of the Cup and Talisman all Truth is Revealed

Allies: Gods of the Paynims

Enemies: Elementalists

The exotic golden-skinned paladins of Al'Akbar are rare in the Flanaess, but far more common in their native homelands in the Baklunish northwest. These holy warriors trace their lineage directly to the days following the Invoked Devastation, when a being bathed in sunlight, known to the Paynims as Al'Asran, granted the legendary *cup* and *talisman* to the prophet Al'Akbar so that he might lead his people from suffering and return them to the ways of the gods. Paladins of Al'Akbar follow this charge to this day, demonstrating through their actions that guardianship and faithfulness to the old traditions are the true path to revelation. They are the golden wardens of the people, protecting the righteous from the depredations of the vile and the corrupt who live beyond the light of the heavens.

The exalted ones of Al'Akbar wear deep, billowing tunics that cover them from head to toe, obscuring their armor. These swirling wraps are made to conceal their heads and faces, leaving only their eyes uncovered, though they typically show their faces indoors. Paladins of Al'Akbar prefer light colors for their tunics, such as whites, sandy whites, and tans, though touches of gold and purple on trim are not uncommon. Paladins of the True Faith (a more fundamentalist sect) wear only white, sans any accent or decoration. Males favor tightly wound turbans to helms; females tend to prefer simple white gold circlets. They wear piecemeal armor, often consisting of a golden breastplate and braces on the arms and legs, along with some strategically placed bits of chain. They favor scimitars or falchions, including a heavy variety equivalent to a greatsword. The symbol of Al'Akbar, the *Cup* and *Talisman*, is incorporated modestly by all his paladins, usually etched on their breastplates, emblazoned on a small shield, or worn on a pendant. Some of his paladins even have them tattooed on their foreheads.

Paladins of Al'Akbar share as a common goal the defense of the Baklunish people and culture. In rare cases, exalted ones express their cultural devotion as bigotry or prejudice against all things foreign or "Flannish," but for the most part these holy warriors fight alongside any servants of the light against the minions of darkness.

Despite their appearance, exalted ones are fairly standard paladins, sharing all the abilities and prohibitions of their east-

ern brethren (although their summoned mounts might be more exotic). Many of Al'Akbar's holy warriors make their home in the Caliphate of Ekbir, but they can be found throughout the Baklunish states, including the lands of the Chakyik. Some of the most fundamentalist Exalted Ones (adherents of the "True Faith") base themselves in Ket, but a strong missionary streak takes them far from their homeland. Neither sect is very welcome in Ull, where a sadistic form of elementalism is still practiced by strange and wicked cults. These paladins can be found in the Flanaess, though they are exceedingly rare. Despite their differences, every paladin of Al'Akbar views as his most holy purpose seeking out and discovering the legendary *Cup and Talisman of Al'Akbar* in the hopes that its restoration to Ekbir will return the prophet to Oerth and initiate a new golden age for the Baklunish people. These relics have long been thought lost in Eastern Oerik, somewhere among the lands of the non-believers.

Azor'alq

(Son or Daughter of Light)

Eternal Vigilance until the Sleeper Awakens

Allies: Good dragons, followers of Kelanen

Enemies: Evil Outsiders

Even rarer than the paladins of Al'Akbar are holy warriors dedicated to Azor'alq, the great hero of ancient Baklunish legends and namesake of the mysterious pinnacles that haunt the Dramidj Ocean. While sharing many similarities to the archetypal paladins of Heironeous, these holy warriors follow a distinctly different path whose tradition dates back to the First Dynasty of the Baklunish Empire. They are solitary figures, each invested in their own personal heroic journeys. During these life-quests, laws and customs are not stressed, but the perpetual struggle for individual enlightenment and their relentless devotion to the protection of the good are paramount. Like their master, paladins of Azor'alq are dedicated to the cause of purity and light, expressing their fidelity to Azor'alq's example with courage and strength. They are strong foes of the creatures of darkness, most particularly fiends, undead, and evil genies.

Paladins of Azor'alq are extraordinary individuals, and their dress reflects this distinction. These golden-skinned warriors are almost exclusively of Baklunish descent. They outfit themselves similarly to paladins of Al'Akbar, but favor much darker colors, such as deep reds, purples, and blacks. They prefer more open, less archaic styles for their flowing cloaks. They favor scimitars, but like paladins of Al'Akbar, they do not wear helms. While not covetous individuals, they yearn for powerful magic and wield the best blades they can find, though they keep only one at any given time (*holy avengers* are particularly prized). The Sons and daughters of light typically wear silver or black suits of light chainmail beneath their cloaks (eschewing heavier armor), and display the symbol of the great Banisher of

Invoke the Cup and Talisman

You can quickly create various types healing potions.

Patron: Al'Akbar

Prerequisites: Brew Potion, turn undead

Benefit: By dipping your holy symbol into a replica of the *Cup of Al'akbar* that contains a dose of holy water, you can create a *potion of cure moderate wounds*, *lesser restoration*, *delay poison*, or *remove disease*. This is a full-round action that provokes an attack of opportunity. You must expend one of your daily uses of turn undead to create this potion. The potion lasts for 1 hour before reverting to holy water. The caster level of the potion is equal to your paladin level.

You can use this feat twice per day.

Special: You may take this feat more than once. Each time you select this feat, you gain the ability to use the feat an additional two times per day.

Darkness (an armed man standing atop a stone summit) upon the crest of their turbans (or, in the case of females, upon a pendant worn round the neck). When traveling in lands outside their usual custom, they generally wear local garb to avoid attention. They have no natural fear or prejudices of foreigners and defend the weak and fight the villainous wherever they find them.

The goal of every paladin of Azor'alq is to be numbered among the Thousand Immortals, the greatest of the paladins of Azor'alq over the centuries who have joined the hero god in his legendary sanctum. According to myths, this place rests somewhere within the pinnacles named for him in the fog-shrouded Dramidj Ocean. There, these paladins sleep in magical stasis, guarding the path to the heavens until the time when they will awaken and aid the mortal world at its hour of greatest need.

When they gain sufficient experience (18th level), paladins of Azor'alq journey to the Pinnacles of Azor'alq. If they are truly worthy, a pathway opens and they join the Thousand Immortals in their eternal slumber. Most are deemed not yet ready, and while they must depart the legendary pinnacles, they often do so having forged strong alliances with the great dragons who dwell among the peaks. Some paladins even receive the friendship of a young dragon, who serves the paladin as a special mount in times of great need.

According to legend, Azor'alq's wondrous blade *Faruk*, fashioned for him as a gift from the ancient elves of Argoria, was lost somewhere in the Flanaess. It had as a special purpose the destruction of demons, and would be greatly valued by the order if recovered. Perhaps the most famous paladin of Azor'alq in the Flanaess is Tharik Gul, who set as a personal goal the recovery of the lost blade. He arrived in time for the Greyhawk Wars and was drawn into conflict with forces of Iuz while traveling amongst the Wolf Nomads. He swore to bring low the Dark Lord of Dorakaa and is thought to have begun the construction of a secret hold somewhere in the north, from where he trains eastern apprentices in the ways of the Banisher of Darkness.

Heironeous

(Chevalier, Justiciar)

Justice Stands on Pillars of Courage and Might

Allies: Followers of Murlynd, followers of Stern Alia, followers of Rao

Enemies: Followers of Hextor, followers of Iuz

Heironeans count more paladins among their faithful than any other religion in the Flanaess. The Invincible One's paladins are lawful and good in the truest meaning of the words, balancing their desire for order with a sense of justice and common weal. Paladins of Heironeous have an unswerving sense of both personal and societal honor, and always try to act in accordance with these precepts. Their unparalleled sense of loyalty is matched by

Sacred Steed

Your special mount is more powerful than normal.

Patron: Azor'alq

Prerequisites: Mounted Combat, special mount

Benefit: You gain a +1 bonus to your effective paladin level when determining what sort of additional abilities your special mount has. In addition, you may call your mount one additional time each day.

bravery and daring that equals their desire to put an end to evil and villainy wherever they find it.

Heironeans always try to outfit themselves with the best armor and weaponry available, recognizing that these are their best and most effective tools in accomplishing their goals. Many wear ornate armor etched or filigreed with fanciful designs. Heironeans place strong value on heraldic identification, and paladins of the Invincible One endeavor to create a unique identifying device featuring their deeds, national origins, and knightly associations in addition to the ever-prominent silver bolt of their god. They favor deep blues and purple when unarmored. Most possess superlative riding skills. All are renowned masters of arms, equal in skill to most warriors of the Flanaess, preferring longswords and battle-axes to all other weapons.

Heironeans almost always seek to integrate themselves within society as knights, soldiers, or political and military leaders. They usually endeavor to respect the chain of command, so long as these directives are not unlawful or do not violate their other tenets. Heironeans tend to build strongholds, raise up armies, and maintain strong ties to the hierarchy of local temples of the faith. Paladins of Heironeous trace their lineage back to the legendary Arnd of Tdon, who established the first paladins of the Invincible One among the Oeridian tribes ages ago, before the Great Migrations. Some consider their order of holy warriors the first true paladins. These early Oeridian paladins shrank in number as the Great Kingdom grew more and more decadent, and only a handful of warriors descended from their teachings and organizations remain today. Many Heironeans were expatriated by the independence of the Marklands kingdoms in the 3rd and 4th common centuries. Coincidentally, their numbers are strongest in the kingdoms of Furyondy, Nyrond, and the surrounding states.

While not necessarily the most puissant of their number, the King of Furyondy, Belvor IV, is by far the most august of the paladins of Heironeous currently extant in the Flanaess, and he is accorded great deference within the order. The Knights of the Holy Shielding, who helped found the Shield Lands and protect the remains of that kingdom to this day, comprised the largest single order of Heironean paladins. The Greyhawk Wars brought marauding armies of bandits and followers of Iuz, which dispersed many Shield Lands paladins across the Flanaess. Ironically, the Heironeans' greatest failure was a boon to neighboring war-torn lands, to whom the arrival of an errant Knight of Holy Shielding was cause for much celebration. These days, many such knights have returned to the Shield Lands with hopes of rescuing their homeland from the clutches of the Old One. The Knights of the Hart also boast scores of Heironean paladins, and martial servants of the Invincible One are common in almost all other lesser orders of knighthood. It is impossible to overestimate how highly paladins of Heironeous are regarded in general, for they are the prototype for holy warriors everywhere.

Indomitable Loyalty

Your loyalty to your deity and your fellow paladins is powerful enough to lash out against those who would use magic to control you.

Patron: Heironeous

Prerequisites: Improved Turning, Iron Will, turn undead

Benefit: If you resist the effects of a spell or spell-like ability of the school of enchantment with a successful saving throw, the creature that attempted to cast the spell on you suffers 1d4+1 points of Wisdom damage as golden fire burns from their eyes, ears, and mouth. Each time this feat is triggered, it uses one of your turn undead attempts for the day. If you don't have any turn undead attempts remaining then this feat cannot be triggered.

Hextor

(Fist of Discord)

Honor and Victory Through Strength of Arms

Allies: Followers of Stern Alia

Enemies: Followers of Heironeous, good-aligned clerics

Hextor has long invested rare holy warriors in his service with powers above that of common men, transforming them into warriors widely reviled by other paladins, known variously as anti-paladins or blackguards. Hextor has an enduring and hotly contested rivalry with his half-brother, Heironeous, and this competition is carried on by their servants. Hextor's dark warriors honor a somewhat distorted (though deeply held) code of honor that parallels that of the paladins of Heironeous. This code holds that gallantry and courtly manners are shams and must be proven so; personal honor, strength, and above all victory are of the greatest value. Hextorians devote themselves totally to their cause—the defeat of all that is good and just—believing these ideas to be self-deceptions that breed weakness and decadence. Laws must be devised to ensure that only those who are best fit to rule should do so and that determination involves weeding out the weak from the strong. Force of arms is the only true solution to any conflict and must often be applied immediately and ruthlessly. Those who do not submit to this order must be defeated.

Anti-paladins of Hextor are meticulous about their personal appearance in one very important respect: they do not underestimate the power and effectiveness of intimidation. They wear the best armor they can afford (often lacquered black and spiked or outfitted with razor-sharp ridges), wield the most powerful and destructive weapons, and favor black, blood red, or rust-colored clothing in order to best menace the weak or easily dissuaded. They incorporate Hextor's standard (six red arrows splayed outward) with their own unique devices. Hextorians have no illusions about what it takes to destroy true enemies, so they train vigorously in the arts of war and personal combat. They have over-developed physiques and favor partially covered helms that hide their eyes. They use heavy weapons, often two-handed swords or heavy polearms such as halberds (but never axes).

The darkest and most secretive society of Hextorian blackguards is an order of knights called the Lords of Sorrow, which traces its history back to the period before the Oeridian people migrated into the Flanaess. Fists of discord are most numerous in the lands of the old Great Kingdom, but they occasionally serve elsewhere in the service of a warlord or ambitious prince. Many train in the imposing fighting schools of North Kingdom, where Prince Grenell is a great patron of the order and titular head of the church now that Medegia is no more. The accomplishments and esteem of these blackguards have varied throughout time, having gone through many eras of great service and incalculable infamy that spread beyond the bounds of the Great Kingdom. The cult has fostered many matchless knights, near-

Hextor's Rage

Your next six attacks are particularly powerful and devastating.

Patron: Hextor

Prerequisites: Combat Expertise, Extra Smiting, Power Attack, smite ability

Benefit: Spend one of your smite attacks to infuse the next six melee attacks you make with profane power. For these next six melee attacks, you gain a +6 profane bonus to melee weapon damage rolls. You must make these six attacks within the next two rounds, or you become fatigued. If you make the six attacks within two rounds, you avoid this side effect.

peerless champions with have names not easily forgotten, such as the great Aerdi general Lord Horgan of Delaric, who first conquered the Bandit Kingdoms.

Open conflict follows nearly ever meeting between fists of disord and paladins of Heironeous, but only according to the dictates of honor and the rules of rightful combat, for the enemy must not only be defeated, but must acknowledge the superiority of his opponent.

Pholtus

(Templar, Inquisitor)

Our Swords, Their Lives, for the One True Way

Allies: None.

Enemies: Fiends, followers of St. Cuthbert, undead.

Unswerving and righteous guardians of the law and the One True Way, Pholtan paladins (sometimes called "templars") set their duty on a pedestal from which it never falters. As paladins, templars must be lawful, but they consider morality subordinate to the undying light of the True Way. Their strict doctrine dictates that chaos, darkness, and evil (in that order) must be routed out and destroyed. The One True Way warns that mercy can be weakness, and that doubt is the first nail in the coffin of failure.

Those who worship other gods tend to view Pholtan paladins as ostentatious, even haughty individuals. Templars dress impeccably, favoring lighter, ornate armor and carefully crafted, highly-polished weapons. They carry Pholtus' standard, the Silvery Sun, with great pride (or arrogance, according to their many critics). Most wear white and pale yellow tunics made of the finest linen or silks, embroidered with silvery borders of suns and moons or short lengths of religious script. Common texts include proverbs drawn directly from the holy texts of Pholtus thought to prevent physical and spiritual harm. Most wield swords or spears, and few follow prohibitions against using ranged weapons.

For a god defined as "inflexible" by his clergy, Pholtus certainly tolerates a great diversity amongst his flock. Some paladins of Pholtus resemble Heironeans, while others adhere to a less ardent philosophy similar to that espoused by holy warriors of Pelor (these are seen as nearly heretical in the Theocracy of the Pale, the chief dominion of Pholtus worship in the Flanaess). The Knights Templar of the Theocracy of the Pale enjoy the greatest infamy of Pholtus' paladins. The Templars possess unparalleled zeal, mixing nationalistic fervor with their conviction of the perfection of the One True Way. Unfortunately for the Flanaess, most Pholtan paladins follow the Templars' steadfast example.

Pholtans acknowledge no lasting allies among other faiths, but harbor many enemies. An especially strong rivalry with the faith of St. Cuthbert has festered for centuries, as both religions appeal to the same sorts of faithful.

Pholtus' most powerful paladins focus not on ecclesiastical struggles between nonevil religions but on eradicating extraplanar threats such as demons, devils, and their ilk. As a rule, such holy warriors do not fear planar travel and are unperturbed by sorcery and magical artifice alike.

Blinding Wrath

You can blind evil outsiders and undead with divine energy.

Patron: Pholtus

Prerequisites: Improved Turning, turn undead

Benefit: By expending a turn undead attempt, you can channel your divine energy into a burst of golden light. Make a turning check when you use this power to determine how many Hit Dice of evil outsiders and undead you affect. All affected creatures must make a successful Fortitude save (DC 10 + half your paladin level + your Charisma modifier) or be blinded for 1 minute. Evil outsiders and undead that make this saving throw are instead dazzled for 1 minute.

The most revered Pholtan paladins belong to a multi-national knightly organization called the Lords of the Gloaming. The order once included such noteworthy historical figures as St. Ceril the Relentless and the peerless Lord Carradine, and their modern-day counterparts are no less worthy of awe. The Lords claim to stand guard at the threshold between darkness and light, seeking out and destroying *gates* and portals that link Oerth to the Lower Planes. Many fiends, diabolists, and demonologists would pay dearly to know the location of their secret hold, Matinsmore, a mountaintop stronghold thought to be located somewhere in the peaks of the Rakers or Griff Mountains.

Trithereon
(Avengers)

Thus Always to Enslavers and Tyrants

Allies: None

Enemies: Slavers, followers of Hextor, followers of Pholtus, followers of St. Cuthbert

While not true paladins, holy liberators (see *Sword & Fist*) dedicated to Trithereon are sworn to a single proposition: the complete and uncompromised freedom of the individual from any kind oppression. While not large in numbers, the holy warriors of Trithereon are passionate, righteous, and unforgiving foes. They tend to be chaotic as well as good, respecting little hierarchy and eschewing most traditional authority save when it can further their sworn goals and those of the people they seek to protect. These goals usually involve the freedom of some person or persons from physical or spiritual bondage. They also include the paying of revenge on those who would oppress and imprison.

Trithereonites consider laws of dubious value and frequently a source of persecution, as is honor, blind piety, and negotiation with oppressors. Avengers of Trithereon (as the holy liberators are known) are quick to take up the sword and quick to apply it once summoned into action. Evil, particularly where it is organized to oppress, has no place in this world.

Avengers of Trithereon value their individuality—no two look and act alike. Many favor chainmail shirts, leather armor, capes, jerkins, and pantaloons, but all tend to dress in whatever outfit allows them the best chance to succeed at their mission. Many use disguises. Avengers favor light, easy-to-carry weapons such as short swords and daggers. Various sects employ totemic devices such as stylized hounds, falcons, or lizards on their clothes and armor. One constant is the Rune of Pursuit, a charm (often made of gold) usually worn around the neck on a chain four to six inches in diameter. Many avengers imbue these symbols with magical power, but even nonmagical Runes of Pursuit evoke fear and loathing in many an oppressor.

There is some antipathy between Trithereonites and the paladins of St. Cuthbert and Pholtus (particularly the latter, from whom it is strongly returned) arising from the strictures of their tenets and the relative inflexibility of their faiths. No group stokes a Trithereonite's ire like slavers, however, especially the Scarlet Brotherhood, who have since the Greyawk Wars become the greatest slavers in the Flanaess.

Most holy liberators dedicated to Trithereon align themselves with one of three associated organizations. The Friends of the Falcon, the Harrusians, avenge wrongs committed against the innocent. The Brothers of Ca'rolk pledge themselves to succor and protect the weak and undefended, and the Sons of Nemoud task themselves with winning the freedom of those who have been enslaved. ●

Mantle of Freedom

Your faith prevents you from being easily restrained or slowed.

Patron: Trithereon

Prerequisite: Iron Will

Benefit: You add your Charisma bonus to all grapple checks, Escape Artist checks, and Strength checks made to break bonds. You gain a +2 sacred bonus to saving throws against paralysis, petrification, and any effect that hinders movement (such as *slow*).

Living Greyhawk

Enlightenment can penetrate even the helm of iron—Cuthbertine proverb

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New Edition, New You

With the new edition of DUNGEONS & DRAGONS already sitting on store shelves and in your library, it is time for the LIVING GREYHAWK campaign to update to the new edition. As of October 1st, 2003 all LIVING GREYHAWK characters will convert to the new 3.5 ruleset, and all events will be played using these sleek new rules. Conversion to the new rules has posed a unique series of problems to many existing characters. The changes in the various core class abilities, alteration of the gnome favored class, and new pricing for many magic items requires some serious modification to avoid illegal characters and skewed power levels. To that end, the Circle has taken great care in crafting conversion rules that allow you to convert to the 3.5 rules while still maintaining your character concept.

Although the complete conversion rules can be found at www.living-greyhawk.com, the information below is a quick guide to those rules so you'll know what to expect.

The Basics

The core of most characters remains the same in the new edition. Name, race, overall character level, alignment, and ability scores remain entirely unchanged. The only exception to this is gnome characters that have levels of illusionist. Players who change all their characters' illusionist levels to levels of bard are allowed to swap their Intelligence and Charisma scores.

Next, each PC is allowed to reassign their class levels, with only a few exceptions. PCs with magic item creation feats must keep the class levels, feats, and spells necessary to make every item that they have created. In addition to this, characters cannot add levels in prestige classes above those that they had prior to conversion. Remember that the character will need to be legal after conversion, so any levels in a prestige class must have their prerequisites met.

Once class levels are assigned, each character can reassign all of their skill points and feats. New feats from the *Player's Handbook* are now legal for play in LIVING GREYHAWK, and this is your chance to give them a try. If you have access to other feats from builder books or other sources, you can keep those, too.

Arcane spellcasters can reselect all of their spells from the new spell lists. Wizards in particular will need to do this if they are staying a specialist and have to pick a second prohibited school of magic. On the up side, wizards are going to get a partial refund for those spells they scribed into their book. Those with a familiar can select a new one from the *Player's Handbook* (expect the local familiar shop to have a discount on toads in the near future). Druids and rangers can select a new-and-improved animal companion to gnaw upon their enemies.

Magic Item Mayhem

With Small and Medium versions of all the weapons coming into play, all Small characters will have the opportunity to change their favorite death dealer into the Small equivalent or in some select cases change the type entirely. For example, a halfling barbarian could change its 3.0 longsword into a 3.5 Small longsword or a 3.5 Small greatsword. See the conversion guide for more info on this process.

A good number of magic items have had their price changed, sometimes by a factor of three or more. To prevent conversion from becoming the magic item lotto, characters are going to need to pay up for these price increases. The conversion guide lists all the items that changed in price or name as to make it as simple as possible. Even better, some characters will get a refund for gear that went down in price.

For more information on this simple process, go to www.living-greyhawk.com or contact your local triad. Get the guide and get ready for LIVING GREYHAWK 3.5. ●

Dungeon

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